

AMENDMENTS TO THE CLAIMS

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1. (Currently amended) A rendering method for rendering a stereo model arranged in a virtual space and composed of a plurality of planes having faces on the outer side of an object to be expressed, comprising:

acquiring a second stereo model corresponding to a first stereo model;

making a contour drawing model by reversing the individual planes of said second stereo model;

arranging said contour drawing model at a position containing said first stereo model;

determining whether a color of a material of each plane of the contour drawing model and a color of a material of each plane of the first stereo model are identical;

setting a predetermined color to an original color of the contour drawing model when the colors of the materials are not identical;

setting the predetermined color to a new color when the colors of the materials are identical; and

drawing said first stereo model from a predetermined viewpoint position and drawing only the planes, as facing said viewpoint position, of said contour drawing model in a the predetermined color having with an identical saturation as a color of the first stereo model, the predetermined color of the contour drawing model having a lower

brightness than the color of the first stereo model.

2. (Currently amended) A rendering method for rendering a stereo model arranged in a virtual space and composed of a plurality of planes having faces on the outer side of an object to be expressed, comprising:

acquiring a contour drawing model corresponding to said stereo model and having sides reversed at its planes corresponding to the individual planes of said stereo model;

arranging said contour drawing model at a position containing said stereo model; and

drawing said stereo model from a predetermined viewpoint position and drawing only the planes, as facing said viewpoint position, of said contour drawing model, the planes being mapped with a texture having a pattern including fine white oblique lines on a black background ~~containing a change in brightness or transparency.~~

3. (Original) The rendering method according to claim 2, wherein said acquiring further comprises acquiring a contour drawing model corresponding to and larger than said stereo model and having sides reversed at its planes corresponding to the individual planes of said stereo model.

4. (Original) The rendering method according to claim 2, wherein said acquiring further comprises acquiring a contour drawing model corresponding to said stereo model, having sides reversed at its planes corresponding to the individual planes of said stereo model and having vertexes corresponding to the individual vertexes of the planes composing said stereo model and set in the normal

directions of said individual vertexes.

5. (Canceled)

6. (Currently amended) A rendering method for rendering a stereo model which is arranged in a virtual space and composed of a plurality of planes having faces on the outer side of an object to be expressed, comprising:

acquiring a contour drawing model corresponding to said stereo model;

arranging said contour drawing model at a position containing said stereo model; and

drawing said stereo model from a predetermined viewpoint position and drawing only the planes, as on the back of said viewpoint position, of said contour drawing model, the planes being mapped with a texture having a pattern containing a change in brightness or transparency, the texture expressing a blur effect.

7. (Original) The rendering method according to claim 6,

wherein said arranging further comprises enlarging the size of said acquired contour drawing model and arranging said contour drawing model at a position containing said stereo model.

8. (Original) The rendering method according to claim 6, further comprising: enlarging the size of said contour drawing model by moving the individual vertexes of the planes composing said acquired contour drawing model, in the normal directions of said individual vertexes,

wherein said arranging further comprises arranging said enlarged contour drawing model, at the position containing said stereo model.

9. (Original) The rendering method according to claim 6,

wherein said arranging further comprises reducing the size of said stereo model and arranging said contour drawing model at the position containing said stereo model.

10. (Canceled)

11. (Currently amended) A computer-readable recording medium stored with a program for rendering a stereo model arranged in a virtual space and composed of a plurality of planes having faces on the outer side of an object to be expressed,

wherein said program is a program for activating said computer to execute:

acquiring a contour drawing model corresponding to said stereo model and having sides reversed at its planes corresponding to the individual planes of said stereo model, the contour drawing model being mapped with a texture having a pattern containing a change in brightness or transparency, the texture expressing a blur effect;

arranging said contour drawing model at a position containing said stereo model;
and

drawing said stereo model from a predetermined viewpoint position and drawing only the planes, as facing said viewpoint position, of said contour drawing model in a predetermined color.

12. (Original) The computer-readable recording medium according to claim 11,

wherein said acquiring further comprises acquiring a contour drawing model corresponding to and larger than said stereo model and having sides reversed at its planes corresponding to the individual planes of said stereo model.

13. (Original) The computer-readable recording medium according to claim 11,

wherein said acquiring further comprises acquiring a contour drawing model corresponding to said stereo model, having sides reversed at its planes corresponding to the individual planes of said stereo model and having vertexes corresponding to the individual vertexes of the planes composing said stereo model and set in the normal directions of said individual vertexes.

14. (Canceled)

15. (Currently amended) A computer-readable recording medium stored with a program for rendering a stereo model arranged in a virtual space and composed of a plurality of planes having faces on the outer side of an object to be expressed,

wherein said program is a program for activating said computer to execute:

acquiring a contour drawing model corresponding to said stereo model;

arranging said contour drawing model at a position containing said stereo model;

and

drawing said stereo model from a predetermined viewpoint position and drawing only the planes, as on the back of said viewpoint position, of said contour drawing model, the planes being mapped with a texture having a pattern including fine white oblique lines on a black background ~~containing a change in brightness or transparency.~~

16. (Original) The computer-readable recording medium according to claim 15,

wherein said acquiring further comprises acquiring a contour drawing model

corresponding to and larger than said stereo model.

17. (Original) The computer-readable recording medium according to claim 15,

wherein said arranging further comprises enlarging the size of said acquired contour drawing model and arranging said contour drawing model at a position containing said stereo model.

18. (Original) The computer-readable recording medium according to claim 15,

wherein said arranging further comprises reducing the size of said stereo model and arranging said contour drawing model at the position containing said stereo model.

19. (Canceled)

20. (Currently amended) A rendering device for rendering a stereo model arranged in a virtual space and composed of a plurality of planes having faces on the outer side of an object to be expressed, comprising:

an acquisition system that acquires a contour drawing model corresponding to said stereo model and having sides reversed at its planes corresponding to the individual planes of said stereo model;

an arrangement system that arranges said contour drawing model at a position containing said stereo model;

a color determining system that determines whether a color of a material of each plane of the contour drawing model and a color of a material of each plane of the first stereo model are identical; a color setting system that sets a predetermined color to an

original color of the contour drawing model when the colors of the materials are not identical, and sets the predetermined color to a new color when the colors of the materials are identical; and

a drawing system that draws said stereo model from a predetermined viewpoint position, drawing only the planes, as facing said viewpoint position, of said contour drawing model in a the predetermined color having with an identical saturation as a color of the first stereo model, the predetermined color of the contour drawing model having a lower brightness than the color of the first stereo model.

21. (Previously presented) A rendering device for rendering a stereo model arranged in a virtual space and composed of a plurality of planes having faces on the outer side of an object to be expressed, comprising:

an acquisition system that acquires a contour drawing model corresponding to said stereo model;

an arrangement system that arranges said contour drawing model at a position containing said stereo model; and

a drawing system that draws said stereo model from a predetermined viewpoint position, drawing only the planes, as on the back of said viewpoint position, of said contour drawing model in a predetermined color, the back of each plane being determined based upon a sign of an outer product of two vectors of the plane.

22. (Previously presented) A game device for rendering a stereo model arranged in a virtual space and composed of a plurality of planes having faces on the outer side of an object to be expressed, comprising:

a computer; and

a computer-readable recording medium stored with a program to be executed by said computer,

wherein said program activates said computer to execute:

an acquisition function to acquire a contour drawing model corresponding to said stereo model and having sides reversed at its planes corresponding to the individual planes of said stereo model;

an arrangement function to arrange said contour drawing model at a position containing said stereo model; and

a drawing function to draw said stereo model from a predetermined viewpoint position, drawing only the planes, as facing said viewpoint position, of said contour drawing model in a predetermined color, whether each plane faces the viewpoint being determined based upon a sign of an outer product of two vectors of the plane.

23. (Currently amended) A game device for rendering a stereo model arranged in a virtual space and composed of a plurality of planes having faces on the outer side of an object to be expressed, comprising:

a computer; and

a computer-readable recording medium stored with a program to be executed by said computer,

wherein said program activates said computer to execute:

an acquisition function to acquire a contour drawing model corresponding to said stereo model;

an arrangement function to arrange said contour drawing model at a position containing said stereo model;

a color determining function that determines whether a color of a material of each plane of the contour drawing model and a color of a material of each plane of the first stereo model are identical;

a color setting function that sets a predetermined color to an original color of the contour drawing model when the colors of the materials are not identical, and sets the predetermined color to a new color when the colors of the materials are identical; and

a drawing function to draw said stereo model from a predetermined viewpoint position and drawing only the planes, as on the back of said viewpoint position, of said contour drawing model in a the predetermined color ~~having~~ with an identical saturation as a color of the first stereo model, the predetermined color of the contour drawing model having a lower brightness than the color of the first stereo model.